LEGO

ROCK RAIDERS

PSX VERSION GAMES DESIGN DOCUMENT

STORY

The Rock Raiders objective is complete and they have found a mass of crystals, the fruits of many months of hard work. The Rock Raiders team has managed to drive the rock monsters deeper into the planets surface… or so they think! With the Rock Monster gone they begin to use the rock monsters facilities to store the mass of crystals they have acquired. The Rock Monsters architecture is reminiscent of the ancient Egyptians with large objects carved from stone in the image of their ruler or themselves. Just as the Rock Raiders are preparing to leave the rock monsters underground area with the horde of power crystals the Rock Monsters ambush the minifigures forcing them to flee back to their mother-ship. The Rock Monsters reclaim their domain in full by forcing the Rock Raiders out of their territory. With the Rock Raiders gone the rock monsters celebrate by tampering with all the machinery they left behind and trying to salvage what they can for there own use. As the technology is too advanced for them to understand they couldn't use it, so they simply did the next best thing and hid crucial parts of the machinery to stop it from being used. The Rock Monsters were so happy with capturing the Rock Raiders supply of power crystals they didn't think too much about what the Rock Raiders would do next… big mistake!

The Rock Raiders plan a rescue mission for their technology and the large supply of power crystals, the head of the Rock Raiders team decides to send one minifigure down in to the underground cave network. When a minifigure needs the ability of another minifigure the relevant Rock Raider replaces him by means of teleportation from the mother-ship. The Rock Raiders must reclaim their supply of power crystals and salvage as much technology as possible, at the same time they must avoid being noticed by the rock monsters as doing so could result in their capture, and as a direct result the fate of hundreds will be sealed

THE ROCK MONSTER CULTURE

Undisturbed for thousands of years the rock monsters have existed together in simplistic harmony, over the years living off the resources from their home world they have had time to evolve. The rock monsters have mastered the use of basic tools and drilling equipment this has helped them to further their understanding, much like the early humans did. The Rock Monsters live in an underground cave system that harbours architecture like nothing ever seen before. The sheer intricacy of their structures is outstanding, they have a style which seems to be reminiscent the early Egyptians. Their building skills show all round excellence but the practicality of some objects is questionably arguable. From looking at the way the Rock Monsters live we can deduce that they are naturally a defensive race, they seem to share a common goal and as the unfortunate Rock Raiders team found out they are intelligent enough to trick and trap people.

DANGER

Due to the size of the Rock Monsters domain the whole area acts as a **giant maze** this is one thing the rock monsters can use to confuse the enemy. Large **blocks of granite,** which the rock monsters placed to block off unused or abandoned passageways, as well as all this certain **rope bridges** are rigged to collapse when used. This means the Rock Monsters cave network is a well protected place this means the Rock Raiders will have to use all there skills and talent to avoid being caught by the Rock Monsters traps, and by the Rock Monsters themselves.

THE GAME STYLE

The Psx version of rock raiders is viewed from a behind the character first person perspective view, which is similar to that of tomb raider & death-trap dungeon. The user has control over a number of basic character abilities these are:

- **Tiptoe, Walk, Run, Side step, Jump, Long Jump, Crouch, Push, Pull & Hang off.**

The user must use all of these abilities to successfully negotiate the Rock Monsters hostile environment, each area of the Rock Monsters domain will progressively get harder so each ability becomes more and more essential for the player to use.

The player will be able to move freely around a 3D environment that is restricted but at no time will the user feel that he /she is restricted. The player will have to use the Rock Raiders abandoned vehicles to complete certain tasks, when the player discovers a vehicle that is usable the minifigure will climb inside (*in some cases*) and the user will take control of the vehicle.

PUZZLES, TRICKS & TRAPS

This section will explain an example of a typical Rock Raiders Psx puzzle, this following is what the user could expect to have to do to complete one task in the first section:

STEP ONE

The player enters the section controlling one of the minifigures, there is one direction the user can make the minifigure walk from that point, around the corner into the large unoccupied cave. Once in the cave the user can see a walking drill machine that is stuck in a half drilled passageway it has also had the drill stolen, at this point the user gets an audio and visual clue from there character… "Hmmmm…. If only we could find the drill for that we could get in to the next cave!" The user must then find the relevant piece for the machine to work.

STEP TWO

The user explores the main cave and finds another passageway to a smaller cave, in the smaller cave there is a number of stone step like blocks placed around the edge with a large block in the middle of the cave. Also in the cave is an out of reach platform with the drilling machines missing part placed on it. To get the missing part the user must first move the large block in the centre of the cave to complete the sequence of step like blocks around the room by pushing the block into the correct position. The next task is to climb the series of blocks to get to the missing piece when the piece has been collected and stored in to the characters inventory the user must go back to the main cave and construct the missing part to the drilling machine in order for it to work.

STEP THREE

Once the character is inside the vehicle the user can continue to drill the unfinished passageway, after a short while they breakthrough in to a cave with a lake in it. At this point the cave which the user has just came from begins to collapse as a result the hiding rock monsters being to run for safety in the direction of your minifigure. The user must think fast and quickly find the lego boat which has been beamed down to the planet from the mother-ship, (*at the same time the drilling machine is beamed-up by the mothership… one piece of salvaged technology*). Once the user finds the boat the minifigure climbs on board and the section is completed.

LIST OF OBSTACLES
- **Large bodies of water, Streams, Lakes, Rivers, Waterfalls & Geysers.**
- **Large areas of lava, Rivers of lava & Lava geysers.**
- **Bottomless caverns.**
- **Falling rocks, large rocks, Movable shaped rocks & Landslides.**
- **Unstable rope bridges & Broken rope bridges.**

TRICKS AND TRAPS
- **A deep pit dug in to the ground at the top of a slope, which the user cannot see until they are right on top of it.**
- **Trapped supports that are triggered by character interaction with a hidden switch, the switch can take on the form of any interactive object in the game.**
- **Slowly descending large block of rock within a confined space, the user must escape before it is too late.**
- **Falling structures that automatically fail if you come too close to them.**
- **Rolling Boulder/s which are triggered by the removal of an object (Indiana Jones Style).**
- **A line of swinging objects on ropes, (boulders or stalagmites) designed to knock player off a rock or ledge.**
- **Large pointy object that move back and forth from a socket set in the rock, the player must run past these, if he / she times it incorrectly they will be hit.**